A game consists of a number of rounds. Each round consists of a series of alternating turns between players.

Round progression

1. Flip spent counters
2. Reduce or remove smoke counters
3. Reset Command Action Points (CAPs)
4. Draw cards as per scenario
5. Resolve off-board artillery actions
6. Apply reinforcements
7. Initiative. Each player rolls **2D6**. Highest takes 1st turn in round. Ties are re-rolled. Up to 2 CAPs may be used to add to roll.

Turn progression

Player performs one of the following,

- **Action with unspent unit**. Perform action. Make a 'spent' check.
- **Command action** using available CAPs on any unit. Spent status is not changed.
- **Card action**
- **Stall** for 1 Action Point (AP). Make a 'spent' check against active unit.
- **Pass**

Unless both players consecutively pass, the other player takes a turn. If not, begin a new round.

'Spent' check

Draw an order card. If the number of APs you used to perform the action is greater than or equal to the number in the bottom center of the card then the unit is spent (flip it).

If the card has the 'ignore spent check' symbol then do not flip if it is the player's turn (AI cannot ignore a spent check)

Movement action

A movement action will move a unit a single hex or change facing (pivot).

Base AP cost to move forward is in the top right corner of the counter (in red for foot and blue for vehicle).

Additional AP costs are incurred in some types of terrain (see chart).

Add 1 AP to move backwards.

At the end of the move a unit may pivot for free

Without movement a pivot costs 1 AP or 1 CAP

If a vehicle has one or more 'bonus move' icons it may move one or more extra hexes in a single action. Additional AP costs may be incurred.

Rally action

A player can attempt to rally any hit unit that is not sharing a hex with an enemy unit.

- **Active unit** using 5 APs, make a rally attempt and perform a 'spent' check.
- **Active or other unit** make attempt using 5 CAPs
- **A unit specified by an action card** no cost

Rally attempt

Roll 2D6. The unit is rallied if the result is greater or equal to the number in the top center of the hit counter. Remove hit counter if rallied.

+1 if your unit is in cover.

+1 if you are stacked with a friendly un-hit unit.

Facing

Fire cost — Move cost

FP soft (red) — DR flank
FP arm. (blue) — DR front

Range

Combat action

A unit can fire on an enemy unit if that unit is in

- **Line Of Sight:** a straight line from the center of the unit hex to the center of the enemy unit hex must not cross any blocking terrain (see chart). You can see into a blocking hex but not beyond it
- **Arc of fire:** The 3 hexes in front of the unit's facing side extended outwards.
- **Range**: The distance in hexes from the unit to the enemy unit must be less than or equal to twice the unit's range.

Resolve combat

1. Calculate Attack Value (**AV**) using Fire Power (**FP**). Use FP of color matching enemy DR color

AV = FP + 2D6 + CAPs (up to 2)

- If distance > range, **- 2 FP**
- If adjacent, **+3 FP**
- If same hex, **-2 FP** for white box FP or **+4 FP**

2. Calculate Defense Value (**DV**) using Defense Rating (**DR**). If in frontal hexes use front DR else flank.

DV = DR + Terrain Modifier

3. If AV >= DV + 4 then enemy unit is eliminated
4. If AV >= DV then enemy unit takes a hit

Taking a hit

- If unit already has a hit token, unit is eliminated and the token is returned to the pool.
- Or opponent draws a hit token and after looking at it places it under the counter

Range combat hits all enemy units in enemy hex rolled individually.

Close combat hits a single enemy unit.

Eliminated unit: -1 total CAPs for rest of game.